

SOCCER KID™



JAGUAR

GAME MANUAL



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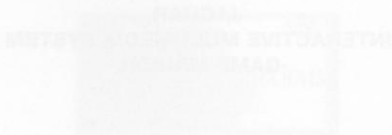
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SOCCER KID™

JAGUAR INTERACTIVE MULTIMEDIA SYSTEM GAME MANUAL

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Soccer Kid's Challenge

It's the day of the 1994 Soccer Cup final and in London, England, Soccer Kid waits eagerly for the game to start on TV. A capacity crowd of excited soccer fans fills the stadium, and the atmosphere is electric.

Meanwhile in outer space, a million miles from Earth, a greedy, trophy-collecting alien pirate has the Soccer Cup on his screen. He flies to Earth down over the stadium and beams the trophy up to his ship in front of thousands of disbelieving fans. Back in orbit with his prize, the gloating pirate collides with a satellite. His ship explodes and the trophy falls to Earth in five pieces that scatter around the globe.

Soccer Kid knows what he has to do - suit up and recover the Soccer Cup. He can do it because he's a first-class athlete who runs, dribbles, kicks, jumps, and does special moves like a champ. His skill in scoring points and overcoming obstacles through 28 increasingly difficult levels of play is rewarded each time he collects another piece of the trophy.

Putting the Soccer Cup back together is a tough challenge, even for the Kid. To do it, he has to take out bullies and countless nasty creatures in five different countries: England, Italy, Russia, Japan and the USA. Each country has five or six levels, each with its own set of hazards for Soccer Kid to negotiate. The obstacles in the Kid's path can include pits, platforms that move or crumble, and spikes that can hurt the Kid *and* burst his ball. Watch out for secret passages along the way! These conceal bonus items and the soccer cards that the Kid needs to recover a piece of the Soccer Cup.

Controls Summary

Main Menu

Press left or right on the Main Menu screen to select Soccer Kid's uniform colors.

Move up or down to select any of the three main menu options:

Start

Password

Options

Start: Press A or B to cycle through the Start Game options (Easy or Hard), and C to start the selected game option.

Password: Press C to select the Password menu. Use the joypad to move the cursor around the screen. Press B to cycle forward through the letters, and A to cycle backward. Press C on the Start option once you have typed in a password. The message "Invalid Password" appears if your password is not correct. Press C on the Exit option to cancel the password entry.

Options: Press C to select the Options menu. Use the joypad to select any of the three options:

Sound Effects: Select on or off

Music: Select on or off

Redefine Joypad: Not supported

Select Exit and press A when finished.

Playing The Game



Game screen icons across the top of the screen, from left to right:

You have two hearts in the upper left corner. Lose these hearts and you'll lose one life.

Next is the Soccer Card icon. On the left it indicates how many Soccer Cards are on this level. On the right is the running total of how many cards you have collected.

Next is your score, with the time remaining ticking away beneath it.

Finally, in the upper right corner is your number of lives remaining. You start the game with three

To reset the game, press Pause, then press 1 and 3 simultaneously to return to the Main Menu.

At any time, press 4 or 6 to adjust the music volume, or 7 and 9 to adjust the sound effects volume. The Volume sub-menu will disappear automatically after a few seconds of inactivity.

Game Controls

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can also use the ball to remove adversaries from play and collect items otherwise out of reach.

HE CAN RUN!

Press left or right on the D-Pad to make Soccer Kid move in those directions, whether he's in possession of the ball or not.

HE CAN JUMP!

Press B to make Soccer Kid jump. The longer the button is held, the higher Soccer Kid will leap. Note that Soccer Kid will not take the ball with him.

HE CAN DUCK!

Press down on the D-Pad to make Soccer Kid duck on the ground. Note that this move allows you to see what's below Soccer Kid.

HE CAN FALL THROUGH THIN PLATFORMS!

Press down on the D-Pad and press the A button to make Soccer Kid fall through a thin platform. Note that Soccer Kid will take the ball with him if he has it.

HE CAN 'DO' SLIDING TACKLES!

Press down on the D-Pad when Soccer Kid is running left or right. Soccer Kid will perform a sliding tackle, whether or not he's in possession of the ball. This move is particularly useful for sliding under low gaps.

HE CAN LAND ON THE BALL!

When Soccer Kid's in the air, press down on the D-Pad to make Soccer Kid land on the ball - but only if he's above it. To make Soccer Kid step off the ball push the joystick in any direction except up.

HE CAN ROLL ON THE BALL!

When Soccer Kid's standing on the ball, press and hold the A button, then press left or right on the D-Pad to make Soccer Kid roll in those directions. To make Soccer Kid step off the ball, release the A button and push the joystick in any direction except up.

HE CAN JUMP HIGH OFF THE BALL!

Here's a handy move for when Soccer Kid can't quite reach a platform above him. Press the B button when Soccer Kid is standing on the ball to make him jump high. Press the D-Pad left or right to guide Soccer Kid in the air.

HE CAN KICK THE BALL!

Soccer Kid can kick the ball in many different directions. Press the A button and press left or right on the D-Pad to make Soccer Kid kick in those directions. Note that the ball can be kicked straight across small gaps.

HE CAN PLAY A HIGH CHIP!

Press the D-Pad up and in the direction the Soccer Kid is facing to make him chip the ball.

HE CAN USE BOTH FEET!

Press and hold the A button then press the D-Pad away from the direction Soccer Kid is facing to swap feet.

HE CAN 'DO' FLYING HEADERS!

This move will take a little more practice than most. Kick the ball straight up then jump, press and hold the A button and press the D-Pad in the direction Soccer Kid's facing to make him head the ball in the air - but only if the ball is near his head. A 400 point bonus is given for every adversary removed from play with a Flying Header.

Game Controls *Continued*

HE CAN BALANCE ON THE BALL (AGAIN)!

Press and hold down the A button, then press down on the D-Pad to make Soccer Kid step off the ball, release the A button and press the D-Pad in any direction.

HE CAN HEAD THE BALL!

Press and hold the A button, then press up on the D-Pad to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the A button and press the D-Pad in any direction except away from the direction he's facing.

HE CAN PLAY OVERHEAD KICKS!

When Soccer Kid has the ball on his head, press the D-Pad away from the direction Soccer Kid's facing to make him perform an overhead kick. An 800 point bonus is given for every adversary removed from play with an Overhead Kick.

HE'S A TRUE SWINGER!

In some sections Soccer Kid needs to use ropes to swing across chasms. To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging cord. Press the D-Pad in the direction of the swing to speed it up. Press the D-Pad in the opposite direction to slow it down. Press the B button to make Soccer Kid jump off the rope.

NEW BALLS PLEASE

It's not uncommon to lose Soccer Kid's ball. But don't despair! When Soccer Kid's standing still, press and hold the A button for approximately a second to bring a new ball into play. Note that the less balls you use to complete a scene, the bigger bonus you will receive at the end.

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An abstract graphic consisting of several thick, parallel, diagonal stripes of a light gray color against a solid black background. The stripes originate from the top left and extend towards the bottom right, with some irregular, wavy edges.

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